The system consists of a set of scriptable objects used as channels and variables that will be used as progress storage instead of scenes. This is in reference to the system used for inventory. The buying and selling system of objects consists of simple codes that compare the quantity of objects to be exchanged for in-game currency and also for money itself. Through a raycast, tag, and layers, the player has the ability to interact with their environment, obtain objects, sell them, and compare new items. The animations consist of 7 individual objects including the player's body, the axe, the hair, the shirt, the pants, and the shoes. Each is animated independently frame by frame using pixel art. The walking animations for all the aforementioned objects consist of 8 frames per animation, and the axe strike animations consist of 5 frames per animation. The entire environment is created using tiles, and Unity's pixel-perfect function is utilized to maintain image quality in the game.

The approach I took in developing this test began with the following considerations, prioritized in development:

1. Decide on the art style.
2. Determine gameplay based on available assets.
3. Develop player animations and movement.
4. Implement the player's ability to interact with their world.
5. Develop the core mechanic logic (using the axe to chop trees).
6. Add the shop system, leveraging the core mechanic.
7. Develop persistent data for scene changes.
8. Introduce the exchange of wood for money.
9. Implement object purchasing system.
10. Develop UI for player inventory.
11. Maintain persistent information across scene changes.
12. Bug resolution and logic improvement based on application testing.

This systematic approach ensured a comprehensive development process, addressing key elements from visual aesthetics to gameplay mechanics and technical functionality.

I consider that my performance was good since despite the time limit and the difficulty involved in creating frame-by-frame animations with pixel art, the game has a pleasant visual quality, and the programmed mechanics show a reasonable level of programming.